SNS-CR-USA

INSTRUCTION BOOKLET

TECHNOS
AMERICAN TECHNOS INC.™

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

PLEASE READ THIS INSTRUCTION MANUAL BEFORE PLAYING THE COMBATRIBES.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY

TABLE OF CONTENTS

The Search for Ground Zero 2

Names of Controller Parts 3

Game Controls Summary 4

Starting the Game 7

Tour of Duty 11

VS Mode 14

THE SEARCH FOR GROUND ZERO

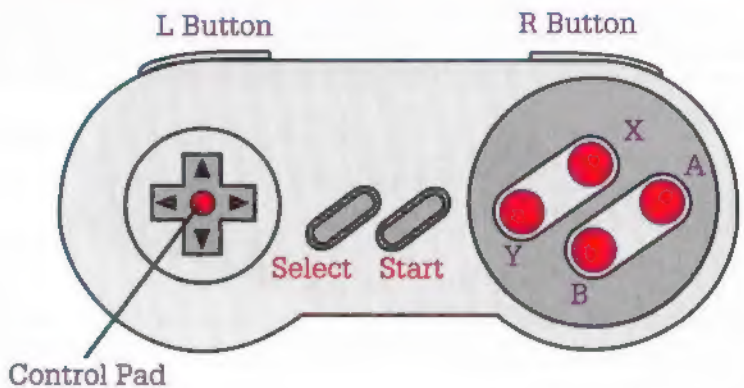
The Big Apple has gone rotten and it's up to you to find out who's at the core.

The Combatribes, an elite group of Cyborgs created by the U.S. Military, have been commissioned by the government for one final mission.

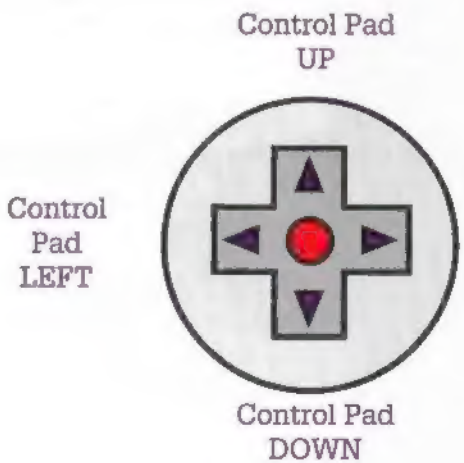
The Combatribes will soon learn that the leader of Ground Zero once fought along side them. Martha Splatterhead—one of the early Cyborgs the military created—has gone mad and has taken over the streets of New York.

Join The Combatribes as they scour New York City with one purpose, seek out and destroy the leader of Ground Zero. It is up to you to take to the streets, conquer gangs one-by-one, gain information that will lead you to Ground Zero's headquarters and destroy their psychopathic leader.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



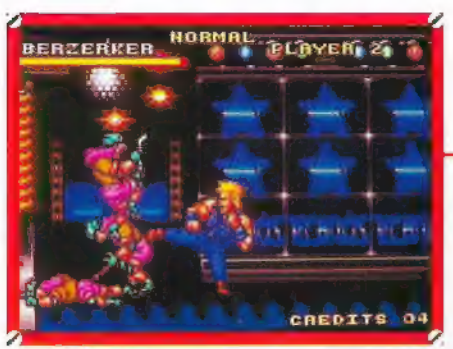
GAME CONTROLS SUMMARY

Here's a summary of game controls for The Combatribes: Berzerker, Blitz and Bullova. Refer to the Contents page to locate complete descriptions of each character and their special moves and techniques.

Basic Moves

These moves can be accessed at anytime.

WALK:
Press the Control Pad either UP, DOWN, LEFT OR RIGHT.



SIDE KICK:
Press the A or B BUTTON.

PUNCH:
Press the X or Y BUTTON.

TO RUN:
Quickly Tap the Control Pad Twice RIGHT/LEFT.

CHARGE MOVE:
Quickly Tap the Control Pad Twice the direction you want to jump and then Tap either the A or B BUTTONS. Each character has a different charging technique that can be accessed by using this command.

TRIPLE COMBO:
Each Combatribe character has a special triple punch or kick combination. Get two or three hits off and check out their special moves.

Specialty Moves

DOUBLE HEAD BASH:
Stand between two gang members and Press either the X or Y BUTTONS.

ASPHALT KISSER:
Walk over to an enemy that is on the ground. Press the Control Pad DOWN and Tap either the A or B BUTTONS.

THE BIG SPIN:
After you have leveled a gang member, walk over to his feet and Press the Control Pad DOWN and quickly Tap either the X or Y BUTTONS.

BACK CRACKER:
Press the Control Pad in the Direction of a gang member who's down on the ground and Press the A or B BUTTON to jump on their back.

PAUSE:
Press the START BUTTON to Pause the game.

Press the START BUTTON again to resume play.

STARTING THE GAME

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a controller into the system.

2. Insert The Combatribes Game Pak, label facing front, in the system Game Pak slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the title screen appears, you may either wait for the background story to appear, or Press START to access The Main Menu.

The Main Menu

Mode Select

There are four different Modes of play in The Combatribes:

- **1 Player:** lets 1 Player play the Mission Mode. In the Mission Mode you go through five different Stages fighting different gangs in your search for Martha. At any point during 1 Player Mode, Player 2 may enter the game. For instructions on adding Player 2 see the "Join-in" section of this manual.

- **2 Players:** lets 2 Players play the Mission Mode.

- **1 Player VS Mode:** lets 1 Player compete against the computer in a one-on-one combat match. Best 2 out of 3 falls.

- **2 Player VS Mode:** lets 2 Players compete against each other in one of three different settings. Again, it's 2 out of 3 falls.

Options Selection

Selecting the Options Mode will allow you to do the following:

1) Select the difficulty setting, either normal or hard, by Pressing the Control Pad RIGHT/LEFT.

2) Turn the Hit ON/OFF by Pressing the Control Pad RIGHT/LEFT. Turning it ON during the Mission Mode will allow Player 1 and Player 2 to inflict damage on each other.

3) Select the number of Lives/Credits (3,5,7) by Pressing the Control Pad RIGHT/LEFT.

4) SE—Sound Effects: There are 28 different sound effects. To hear each one Press the Control Pad LEFT/RIGHT then Press any BUTTON to listen to the different sound effects.

5) BGM—Back-Ground Music: There are 26 music selections. To hear each one Press the Control Pad LEFT/RIGHT then Press any BUTTON to listen to the different music.

6) Stereo—ON/OFF by Pressing the Control Pad RIGHT/LEFT.

Once you have made all of your selections Press the Control Pad DOWN to the Exit Option, then Press the START BUTTON to return to the Main Menu. Use the Control Pad UP/DOWN to select the game Mode you want, to select it Press the START BUTTON.

Player Selection Menu

After choosing game Mode, use the Control Pad LEFT/RIGHT and UP/DOWN to scroll through The Combatribes characters and Press START to make your selection.

BERZERKER

Berzerker is the best all around fighter. He is fast on his feet and is quick to the punch. Berzerker also has the street smarts that will help you outwit Martha's thugs.

BULLOVA

Bullova is slow on his feet, but he packs a mean punch. He has the strength and endurance it takes to battle the hard-core street thugs.

BLITZ

Blitz is quick on his feet but lacks strength and endurance. His speed is an important weapon to use when you go up against the street slaves.

TOUR OF DUTY

On your mission you will battle through 5 different Stages that will take you through the streets of New York City. Defeat each gang then use your muscle to gain information about Ground Zero from the defeated enemies.

1) Times Square: Your first challenge, The Motorcycle Nuclear Warheads. They are tough but The Combatribes are tougher.

2) Coney Island: Ground Zero has sent in the Demon Clowns to take you on.

3) Lexington Disco: The Slash Skaters are out to mow you down.

4) Baseball Stadium in Harlem: Take on a band of Barbarians and the menacing, Wind-Walker.

5) G.Z. Ave.—Ground Zero Headquarters: Battle other Cyborgs then take on Splatterhead in the final battle.

Pounding the Pavement

1 Player Mode

So you think you can take'em on alone? Select 1 Player Mode to begin your mission.

At the title screen Press the START BUTTON to access the Main Menu. Then Press the START BUTTON to select 1 Player Mode. Using the Control Pad, choose your Combatribes member and Press the START BUTTON to make your selection

Join-in

At any point during 1 Player Mode a second player can join-in. Since you did not select 2 Player Mode initially you will be deducted one Credit or Life for joining-in. The number of Credits you have is displayed in the lower right-hand side of the screen.

First make sure that the second Control Pad is plugged into the Super NES. Using Controller 2, Press the SELECT BUTTON. Choose from the remaining Combatribes characters by using the Control Pad then Press the SELECT BUTTON to make you choice.

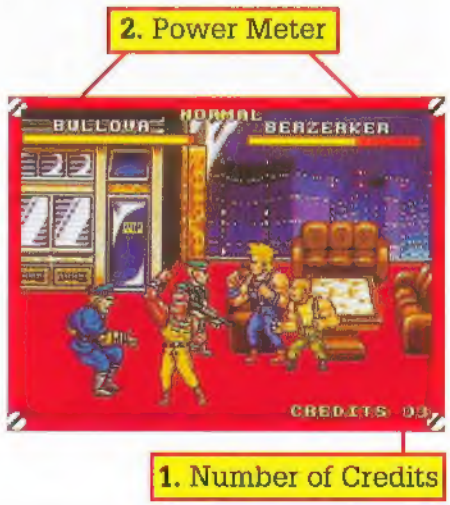
2 Player Mode

Double the trouble and the fun with a buddy in 2 Player Mode. At the title screen Press the START BUTTON to access the Main Menu. Then move the pointer, using the Control Pad DOWN to 2 Player and Press the START BUTTON to begin. The screen will then ask Player 1 to select a character. Use the Control Pad to choose your Combatribes member and Press the START BUTTON to make your selection. The screen will then ask Player 2 to select a character. Use the Control Pad to choose your Combatribe member and Press the START BUTTON to make your selection.

Continuation

1. On the Options Screen you can select the number of Credits you have. See the Options Section for complete details on selecting the number of Credits. (The total number of Credits you have remaining is displayed in the lower right-hand side of the screen.)

2. If your character loses complete power, you are given ten seconds to continue or the game will end. (The Combatribes Power Bar's are located in the upper left-hand corner, for Player 1 and in the upper right-hand corner for Player 2.)



Press the SELECT BUTTON to continue your game play. You can, at this point, select a different Combatribe member. Use the Control Pad LEFT/RIGHT to choose between The Combatribes then Press the SELECT BUTTON again to select him. This function applies to both 1 and 2 Player Mode.

VS Mode

Each time you clear a Stage in Mission Mode you are given a Password. This Password allows you to go one-on-one in VS Mode against any of the characters you have encountered to that point in the Mission Mode. *This Password does not allow you to warp back into the Mission Mode where you had left off.

VS Mode A—1 Player Against The Computer

You can play the VS Mode without entering a password, but you will only be able to select from The Combatribes. In the Mission Mode, each time your clear a Stage you will be given a four digit Password. This will allow you to select from all characters you have defeated in each of the Stages.

At the Menu screen Press the Control Pad UP/DOWN to move the pointer. Press the START BUTTON to select 1 Player against the computer. You will then be asked to enter a password. Enter the four digit password, one digit at a time, by Pressing the Control Pad UP to increase the numbers and DOWN to decrease, then Press the Control Pad RIGHT to input the next number. Repeat the process until all four digits have been entered then Press the START BUTTON.

Use the Control Pad to choose between characters. Press the START BUTTON to select the character. Use the same method to select the CPU's character and Press the START BUTTON.

VS Mode B—2 Player

Use the same method for 2 Player Mode.

The Street Thugs

If you have collected the final Password, in the Mission Mode, you have access to all 16 characters in the VS Mode. Listed here are all the characters and their special moves.

BUTTONS	
A or B	Side Kick
Y	Punch
X+A	Fire Ball
L+R	Defense

Berzerker

BUTTONS	
A or B	Side Kick
Y	Punch
X+A	Fire Ball
L+R	Defense

Bullova

BUTTONS	
A or B	Side Kick
Y	Punch
X+A	Fire Ball
L+R	Defense

Blitz

BUTTONS	
A or B	Bottle Jab
Y	Bottle Smash
X+A	Rapid Bottle Jab
L+R	Defense

Little Fish

BUTTONS	
A or B	Overhead Bash
Y	Upper-Cut
X+A	Rapid Overhead Bash
L+R	Defense

H. Squad

BUTTONS	
A or B	Lumber Bash
Y	Overhead Lumber Bash
X+A	Wild Lumber Bash

Fats

BUTTONS	
A or B	Jab
Y	Hook
X+A	Rapid Jab

Fats w/o Lumber

BUTTONS	
A or B	Jumping Knee Kick
Y	Stick Stab
X+A	Rapid Side Kick
L+R	Defense

G. Terror

BUTTONS	
A	Summersault Kick
B	Back Rounding Kick
Y	Horizontal Hit
X+A	Hurricane Kick
L+R	Float

K. Clown

BUTTONS	
A or B	Fire Breath
X or Y	Fire Breath
L+R	Disappear

Salamander

Salamander w/o Fire

BUTTONS	
A or B	Mongolian Chop
Y	Horizontal Chop
X+A	Jumping Spin Kick
L+R	Disappear

BUTTONS	
A	Overhead Bash
B	Knee Bash
X or Y	Horizontal Slash
L+R	Speed-up

Speed Freaks

BUTTONS	
A or B	Kick
Y	Hammer Swing
X+A	Wild Hammer Swing
L+R	Defense

Trash

BUTTONS	
A	High Kick
B	Jumping High Kick
Y	Knife Jab
X+A	Rapid Knife Jab
L+R	Defense

W. Riot

BUTTONS	
A or B	Axe Swing
Y	Lunging Axe Swing
X+A	Rapid Axe Swing

Wind-Walker

Wind-Walker w/o Axe

BUTTONS	
A or B	Side Kick
Y	Punch
X+A	Shoulder Tackle
L+R	Defense

BUTTONS	
A	Kneeling Shot
B	Stand Up Shot
Y	Overhead Rifle Bash
X+A	Rapid Rifle Bash
L+R	Defense

Enforcer

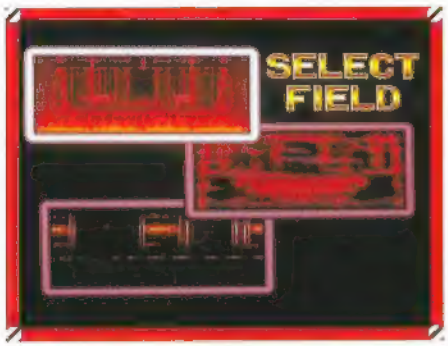
BUTTONS	
A	Special Shot
B	Rounding Kick
X	Jump
Y	Cyborg Arm Jab
X+A	Jumping Leg Kick
L+R	Turbo Jet

M. Blaster

BUTTONS	
A	Elbow Jab
B	Front Kick
X	Jump
Y	Punch
L+R	Reverse High Kick

Martha

Scene Selection



There are 3 different backgrounds to choose from in VS Mode: The Inferno, The Fog Cave and The City Sewers. Use the Control Pad UP/DOWN to highlight the setting. To select it, Press the START BUTTON.

AMERICAN TECHNOS INC. WARRANTY
90-DAY LIMITED WARRANTY

American Technos Inc. ("American Technos") warrants to the original consumer that this AMERICAN TECHNOS Game Pak ("PAK") shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during the 90-day period, American Technos will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the American Technos Family Entertainment Division of the problem requiring warranty service by calling (408) 996-1877 and asking to speak to a customer service representative.

3. If the American Technos representative is unable to solve the problem by phone, s/he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK and return your PAK freight pre-paid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Technos
19200 Stevens Creek Blvd., Suite 120
Cupertino, CA 95014

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Technos Family Entertainment Division at the phone number noted above. If the American Technos customer service representative is unable to solve the problem by phone, s/he may provide you with a Return Authorization number. Simply record the number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Technos, enclosing a check or money order for $10.00 payable to American Technos Inc. American Technos will at its option, subject to the conditions above, repair the PAK or replace it with new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

AMERICAN TECHNOS
19200 Stevens Creek Blvd., Suite 120
Cupertino, CA 95014
Tel. 408/ 996-1877

The Combatribes TM and © 1992 American Technos Inc. All rights reserved. American Technos and its logo are trademarks of American Technos Inc., 19200 Stevens Creek Blvd., Suite 120, Cupertino, CA 95014.

PRINTED IN JAPAN